

MHSAA THREE UMPIRE MECHANICS

BASIC RULES OF COVERAGE:

1. AN UMPIRE IS ALWAYS AHEAD OF THE LEAD RUNNER.
2. ROTATION IS ALWAYS CLOCKWISE.
3. ONCE A FIELD UMPIRE GOES 'OUT'-MAKE THE CALL, STAY OUT BUT CONTINUE TO OBSERVE ANY PLAY IN CASE HELP IS NEEDED.
4. IF A FIELD UMPIRE GOES 'OUT'-REVERT TO A TWO UMPIRE SYSTEM.
5. IF THE 1ST BASE UMPIRE IS COUNTER ROTATED (on the field between 1st and 2nd bases)-THERE IS NO ROTATION ON BASE HITS.
6. A DIFFERENCE BETWEEN A TWO UMPIRE SYSTEM AND A THREE UMPIRE SYSTEM IS THAT THE PLATE UMPIRE DOESN'T GO TO THE 'HOLDING ZONE'.

FLY BALL COVERAGE:

Remember priorities; fair/foul then catch or no catch

NO RUNNERS ON BASE—SPLIT THE FIELD UP THE MIDDLE
Same coverage with single runner on 3rd base only.

RUNNER ON 1ST BASE ONLY—Rotated 3rd base umpire will have coverage from the left fielder to the right fielder. The 1st base umpire will have coverage from the right fielder to the right field out of play area. The plate umpire will have coverage from the left fielder to the left field out of play area.

RUNNER ON 2ND BASE ONLY OR ANY MULTIPLE RUNNER SITUATIONS—
Counter rotated 1st base umpire will have coverage from the left fielder to the right fielder. The 3rd base umpire will have coverage from the left fielder to the left field out of play area. The plate umpire will have coverage from the right fielder to the right field out of play area.

FLY BALL TAG UP RESPONSIBILITIES:

Remember, if a field umpire goes out on a fly ball we revert to two umpire mechanics.

In the few situations where the plate umpire is responsible for the catch of a fly ball (no umpire on that line at the start of the play), the base umpires are responsible for all tagging runners. In the above possibility, the 3rd base umpire will get the tag by the lead runner in a multiple runner situation and the 1st base umpire will get the tag of any remaining runners.

BASIC SOFTBALL THEORIES TO GOOD UMPIRE COVERAGE:

1. Communicate! If you deviate, communicate on the play. See and hear your partners.
2. Inside-outside theory.
3. Force plays-18 to 21 feet from the play and a right angle.
4. Tag plays- 8 to 12 feet from the play. 90 degrees from the path of the runner, just short of the base they are trying to reach.
5. Proper angle on fly ball coverage.
6. Parallel movement on double plays creates a proper angle.
7. Base umpires, shade your lead runner whenever possible.